

So...we did! Timber bashed my head in with a guitar as I sang a jaunty tune. Nayo, March, and my identical twin brother decided this was an opportunity to steal the throne. And we invented a really, really stupid ancient law: that 'he who kills the king, becomes king.'

And we'd need a villain.

Algonquinos was born. Get it? Algonquin? Westeros? Yerp!

We created four houses: the Blue Coats of the North. Green Coats of the East. Yellow Coats of the South and Red Coats of the West. We made the East a land of dragons and fairies...well, Crono. The South was the seat of agriculture where food and...other products were grown and consumed. The West was the land of riches with jewels and a trio of Three Stooges like leaders. And the North was set to be ruled by Timbehr...a fully-grown man who acted like a spoiled brat from reality TV.

During the year we made cloaks, a giant pink sword, tried our hands at converting a Muskoka Chair into a 'Boffer Sword Throne,' filled a fake Roo head with cranberries and smashed it (blew it up too!), and played LOTS of Clash of Clans. You know...for research.

The MonFurs stepped in to take over 'Campwide Game' development and came up with an awesome themebased game that ties in with the four houses.

Basically, we went all Feralstyles: how can we play around with the theme in our own unique way while also having a crap-ton of fun.

I'm pretty sure we succeeded!

Along for the ride this year are our Guests of Honour! Kihu, an awesome artist, DJ and producer from the West Coast of the US and Tempe O'Kun, author of 'Sixes Wild' (Sofawolf) and designer of the Nordguard Card Game from the far off land of North Dakota! For

the first time we have two guests of honour who pretty much cover the entire range of the furry experience, from art to writing to music to gaming. We're very excited to have them here to teach workshops, and to hopefully chill and have a relaxing week!

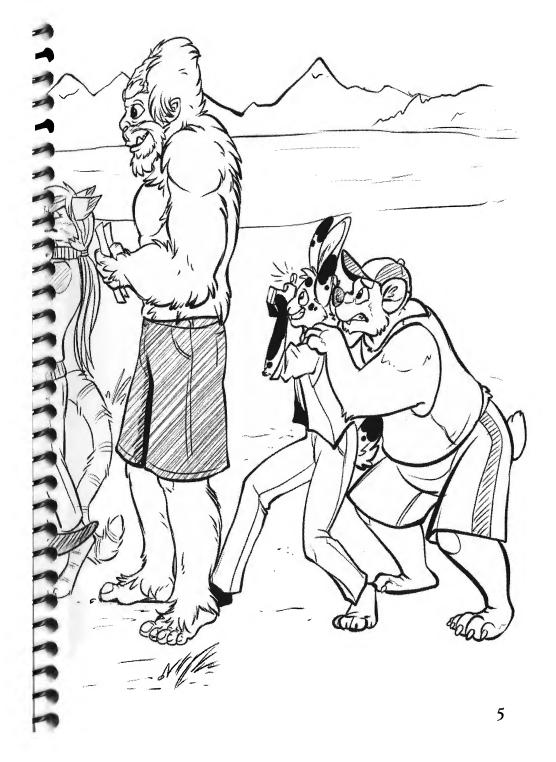
So put your swords down for now. Keep your arrows flying at targets in the archery range rather than your mortal enemy. Break bread among all four houses during meals at the NEW MAIN LODGE! Consider Feral! 2014 'Peace Talks' to decide who will rule Algonquinos.

You know...except during the Campwide Game...then slaughter each other in the name of your beloved leader!!

At Camp Feral, we don't want you to have a 'good time.' We want you to have an amazing and memorable experience that you'll take with you for the rest of your life! So...get out there and make some memories!

-Roo







Camp Feral! is designed to be a fun and relaxing event for everyone – a five-day vacation from the hustle and bustle of your civilized life.

However, as easy as it is to forget about the rest of the world in such a secluded place as this, remember that you are still in Canada, and still obligated to obey the law! Therefore, to ensure the safety of campers and park staff, protect the pristine nature of Algonquin Provincial Park and Camp Arowhon, and guarantee that Feral! continues to be invited back to this wonderful place for many years to come, we ask that all campers please read and abide by the Feral! Code of Conduct as follows:

#### THE LAW

• Campers must abide by all federal, provincial, and local laws at all times.

CODE

• Common Sense. Use it! If you haven't got any, or are unsure about whether or not doing something might get you in trouble, ask staff before you do it please! :3 Remember, if it was illegal while you were waiting at Yorkdale Mall to catch the bus, it's still illegal now.

#### WILDLIFE

• The Arowhon grounds and surrounding forest are home to a vast array of wildlife, like raccoons, chipmunks, coyotes, and foxes. Campers are asked to observe the following rules regarding wildlife:

CONDUCT

- Do not leave food out, where it may attract wild animals.
- Do not approach wildlife or coax it to approach you. Think RABIES! Leave 'em alone!
- Do not try to feed the wildlife. They can find food well enough themselves!
- DO take pictures and admire Algonquin's wild beauty (from a safe distance, please).
- If you're curious as to why any of these rules

exist, try asking a Camp Arowhon staffer. They're very nature-oriented and welleducated; heck, ecological responsibility is the sort of thing they teach their other campers the rest of the year when we're not around!

#### ORDERLY CONDUCT

- Please maintain a level of noise appropriate to your current time and place. There are people who LIVE on the Arowhon grounds. They are in the nice houses. Please be respectfully quiet when walking by (for example, no overenthusiastic renditions of your favourite drinking song / pirate shanty / Sparklehorse tune while walking back to your cabin at 1:00am).
- Campers should cooperate fully with Feral! staff and Arowhon personnel. They are protecting you and the future of Camp Feral!, and they are probably already totally stressed out from running around like crazy all camp and the two months before it, so give 'em a break :3
- Never fight, engage in inappropriate horseplay, or do anything that directly, indirectly, or recklessly causes undue harm or

disturbance to any Feral! camp function, camper, staffer, property, etc. Your friendly staff has spent a lot of time and effort planning this event for your enjoyment, and your fellow campers have also committed a good deal of time and money, so don't ruin it for anybody else!

#### **ALCOHOL**

- ...is permitted, but only in reusable, non-disposable containers. Glass bottles and aluminum cans are NOT permitted. Plastic pop bottles, Nalgene bottles, metal water battles, canteens, flasks these are all good containers. Glass bottles may smash...animals may get hurt...we don't want that! We're furries!
- Be responsible! A number of great Feral! activities don't mix well with alcohol: Rock climbing, archery, kayaking/canoeing, and especially swimming whilst intoxicated could land you in trouble, a hospital, or worse and although Arowhon has a competent medically-trained staff, the nearest hospital is still several kilometres away. You're here to have a good time, so don't ruin it by doing

something stupid!

• Campers who violate the alcohol policy will have their alcohol confiscated until the end of camp. Serious or repeat offenders will be subject to expulsion from Feral! and will be escorted off Arowhon property.

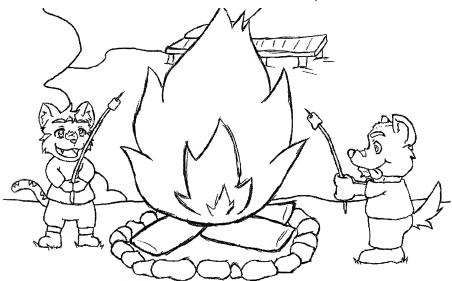
#### <u>Smoke & fire</u>

- Smoking is allowed in designated areas only, specifically the side entrance porch of the Main Lodge.
- Please dispose of ashes and butts in the receptacles provided. This is for safety as well as courtesy; it would suck to accidentally burn Arowhon down. Protect the camp!
- To that effect, NO FIRES!

There will be scheduled and impromptu campfires, but unless you are a staff member or have received very specific permission from one, you should not be lighting them. If you want to start and supervise a campfire in one of the campfire circles, ask a staff member as far in advance as you can, to give us time to clear with Arowhon staff and make preparations.

#### **WEAPONRY**

• Absolutely no firearms or realistic replicas thereof are allowed at Camp Arowhon (although waterguns, water balloons, and other water-shooty-thingers are acceptable and even



encouraged).

- Campers are allowed to bring their own bows for use at Arowhon's archery range, however: a) They must inform Feral! security staff that they have brought their own bow, b) bows may only be used at the Arowhon archery range, and c) the bow must be kept with the rest of the bows at the Arowhon archery range when not in use.
- Campers should leave other weapons (or anything that can be mistaken for one) at home during camp, whether it's legal to possess and carry or not. Campers should bring anything that may come into conflict with these

- rules to the Feral! Security for approval, or for safe-keeping until after camp. Campers must comply if Security revokes this approval at any time for any reason.
- The only weapons expressly permitted at Feral! are folding-blade camping knives and straight sticks without grips.

Finally, Camp Feral! itself has a few guidelines specifically for the comfort and safety of our unique group:

#### **MEDIA**

The world of video has changed A LOT since 1998

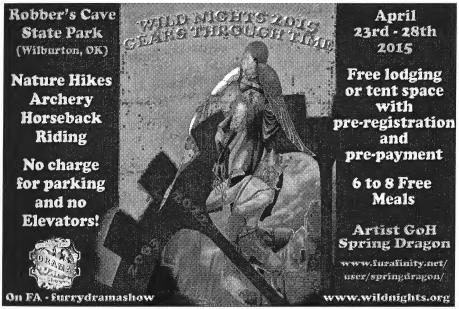


when we first started. Feral being secluded and on private property, we have the unique opportunity to enjoy ourselves without being subjected to public scrutiny. Currently, we enforce the following rules regarding media:

- Please respect the wishes of any campers who don't want to be photographed or videotaped.
- Absolutely no news media, no matter how informal, will be allowed at Camp Feral. This includes documentary crews of all kinds, and campers recording for purposes of later public distribution, display, or

performance.

- Feral! staff may record events and discussions with campers for the purposes of archival video or promotion of Camp Feral! within the furry fandom. All testimonials will be voluntary and Feral! staff will do their best to ensure that campers who do not wish to be filmed will be edited from the video. Please keep in mind, major events such as the opening and closing ceremonies, predator/prey, or the cabin skits may be filmed.
- If you would NOT like to appear in a Feral! video, vlog or webisode we may ask to take a reference photograph



of you, which will allow us to scan footage and ensure you are not a focal point in any video. We ask that you also try to stay out of the front and center of any situations where we are trying to gather footage.

#### <u>"PG-13 CON"</u>

- Feral! prides itself on presenting a comfortable at mosphere for anthropomorphic fans of all breeds and backgrounds, and campers should act accordingly. This means, if what you're doing is making anybody around you uncomfortable in any way, stop it!
- Although Feral! is a 19+ event our beautiful setting, Camp Arowhon, is not. We ask that you respect the staff and other campers: Campers should wear acceptably concealing clothing at all times, unless changing or showering in appropriate locations. We really shouldn't have to be specific about what this means. If what you're wearing makes anybody uncomfortable, put something more appropriate on over it.
- Public displays of affection

- are allowed. Honestly, it goes so much without saying that it barely needs to be addressed here. It would be ludicrous of us to try and prohibit them, even if we wanted to! However...
- For the love of Falstaff. please exercise some tact. The word of the week is tact. Everybody knows the reputation the furry community has garnered due to the sensationalized behaviour of a minority of the fandom population (CSI, anyone?). Camp Feral! challenges its campers to continue to defy the furry stereotype and live up to its reputation for putting the 'un'- back in 'conventional'! So please respect your fellow campers' comfort zones, and conversely if someone is making you uncomfortable, inform a Ferall staff member!

#### **CONSEQUENCES**

• Feral! staff is, by any standards, an extremely laid back group. However, serious or repeat infractions of the Code of Conduct – especially in a way detrimental to the experience of other campers – will get our attention. In the (extremely rare!) event that a



camper's behaviour forces us to consider expelling them from Camp, remember that Feral! is very much unlike your typical hotel convention: If a camper is asked to leave, he or she cannot simply walk out the hotel doors and back into the city. Rather, they will be escorted to the end of Camp Arowhon Road, where a cab will be waiting to pick them up. The cab drives them to the nearest Greyhound station, where they pick up the tab for the cab ride and a bus ticket back to Toronto. If their flight home from Toronto doesn't leave for another two days, they're stuck in Toronto for two days, and it's up to them to find a place to stay.

• Thankfully, expulsion is very very rare: about the only thing bad enough to warrant it would be to show downright hostility to one's conmates, or to prove oneself a danger to the people/wildlife/property around them. And we haven't got any congoers like that, do we? Keep a positive attitude, use your words politely, don't say anything you will regret later, and you won't even have to worry about this section in the Code. If all else fails, seek a staff member.

Resorting to hostile action can only possibly make your day – and everyone else's – worse.

If you're still reading this, good! I know it was a lot, so thanks for sticking with us! If you have any questions, please feel free to ask one of your friendly Camp Feral! staffers (we're the ones wearing the nifty STAFF shirts!).

To sum everything up, what it all comes down to is this: be safe, be courteous, be respectful, and most of all have fun! We're here to make sure you have a good time, let you enjoy yourselves, and make you want to keep coming back in the future!

www.oklacon.com Oct 23-26

KIMMY





**OUTLAWS AND PARDNERS IN CRIME** 

REGISTR.

FOR FIVE DAYS, MEALS S39 BED, CONCERTS, AND AN



Hailing from North Dakota Tempe O'Kun is a furry novelist and game designer. When not writing or banging about in the kitchen he teaches the craft at Bismarck State College. His short stories, poems, and comics have appeared in volumes 7-10 of Sofawolf's Heat anthology. His first novel. Sixes Wild: Manifest Destiny. won the Coyótl Award for Best Mature Novel of 2012. He was lead designer of Nordguard: The Card Game, an Ursa Major Award nominee, in collaboration with Blotch, His uncoming book, Adaptation, is a cosmic horror romantic comedy set on the Canadian-US border

FurAffinity/Twitter: Tempo321

Kihu is a 24 year old music producer, DJ, and graphic artist from Los Angeles. His history ranges from his first independent physical release, a post-hardcore and electronica EP at age 17, to signing individual electronic tracks and EPs to labels in the Netherlands, Germany. and the 'states, such as Madrugada, Moomba+. and Plasmapool. With gigs in Vancouver, Seattle, Indianapolis, San Franciso. and home turf shows in Los Angeles venues such as the Key Club and Los Globos under his belt, his performance(s) at Camp Feral this year is not one to missl

WHAT DO YOU DO

WHEN THE WORLD GETS BIGGER?



**COMING SOON** 

WATCH US ON FURAFFINITY: TEMPO321 AND SLATE

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8:00	DRUM JAM!	Lady Furs Meet & Greet at Teepee Heights	Furry Improv at		7 Grandfather Teachings at Nature Hut		
8:30			Rustic Lounge				
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) ,,,	ACTIVITIES/ Half Day Canoe Trip	Workshops AM 3	ACTIVITIES/ Lake Swim	PACK UP & CLEAN!	10:00
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		Cabin Skit Prep!			7:00
SPONSOR'S	S EVENT at	CABIN SKITS! Rec Hall			7:30
Rustic I	Lounge				8:00
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		Poetry Corner at M. L. Campfire	DJ DANCE at Rustic Lounge		9:00
	DJ DANCE at Rustic Lounge	MOVIES			9:30
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CIRCLE at					11:00
Tee Pee Heights					11:30
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CAMPFIR	ES OUT!	CAMPFIRES OUT!			1:00





#### **THURSDAY**

#### Dinner & Welcome Announcements Main Lodge - 6:00p

Kick off Feral! With an awesome meal and Camp Feral! / Camp Arowhon's opening announcements. Please note: important rules and regulations will be announced. . . Not being in attendance does NOT mean you don't have to follow them!!

# Drum Jam Upper Campfire - 8:00p Head to Upper Campfire and join the Jam. Meet new furs and old friends by the fire in a clearing in the woods.

# Lady Furs' Meet & Greet Teepee Heights - 8:00p

Ladies of the Realm, by thy leave I welcome thee all to join myself & other maidens for a warm & friendly gathering of the Lady Furs. There shall be games & prizes, verily! (Lady Furs welcome all

female types including cis, trans & gender-queer/fluid. No males are allowed to attend as per Lady Furs guidelines!)

# Teachings of the Sacred Circle Nature Hut - 9:30p

spiritualism has its core in this fundamental teaching. Come join Gishkishenh to learn how our entire existence can be presented and understood through the Circle. We will have time to explore personal circles, and where we are within them.

# Hanging at the Campfire Upper Campfire - 9:30p

Tell stories! Have some drinks and enjoy the company! A nice relaxing start to Feral!

# Movie Screening Teepee Heights - 11:30p Tonight's showing: Ladyhawk



# WHAT THE FUR? 2015 TIME TRAVELIN' FURRIES MAY 2015 GUEST OF HONDUR CAT-MONK SHIRD MONTREAL CC, CANADA WWW.WHATTHEFUR.CA



#### **FRIDAY**

Polar Bear Swim
North Swim Dock - 7:00a
Having trouble waking up?
Join Crono for a blast of cold
water to get your day started
right! Better than coffee!

#### Opening Ceremonies Main Lodge – 8:45a

After breakfast, experience Camp Feral!'s traditional opening ceremonies. We raise this year's flag, introduce the guests of honour and that's it! We don't want to take up all your camp time with talking, get to it!!!

#### Orientation Main Lodge – 9:00a

If it's your first year, this is a great way to get to know camp! Potoroo will lead a short tour showing off the site identifying important stories and imparting stories about Feral's past.

Friday Morning Workshops Various Places – 10:00a See Workshop schedules

Voyageur Canoe Trip Main Lodge Porch – 10:00a Ever paddled a canoe? Not like this one, you haven't! The Voyageur canoe holds up to 25 people, and a short paddle and a hike up the ridge opposite Feral! offers a view of the camp unlike any other. An Arowhon tradition! Sign up ASAP at Main Lodge so we know you are coming!

## Arowhon Activities Various Times & Places

Activities facilitated by Camp Arowhon include boating, swimming, archery, climbing and many others! Listen at mealtimes to hear which activities are open each day.

#### Friday Afternoon Workshops Various Places – 1:00p

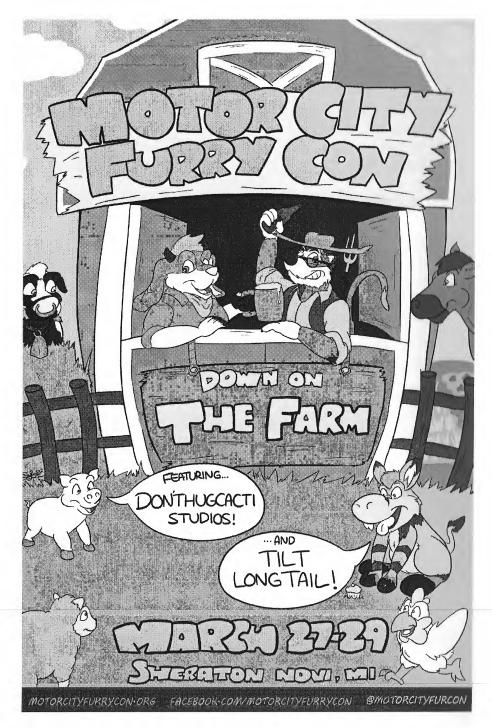
See Workshop schedules

#### Watermelon Football South Swim Dock – 1:00p

Arguably the strangest thing we ask you to do at Camp Feral! Part water polo, part fruit salad, part ridiculous show for onlookers: teams try to move a slippery watermelon to the opposing teams goal. Not to be missed.

#### MonFurs' Melee Soccer Field – 3:30p

The MonFurs return again with their Melee! A live action



battle game that will get you moving and test your imagination!

Trading Post Main Lodge – 7:00p

Art dealers and Craftspersons, books and Feral! Merch! Bring real money (phone-based card readers often don't work in the Northern wilds). One hour only!

Furry Improv at Rustic Lounge Rustic Lounge – 8:00p

Feral!'s most popufur event since 2000! See experienced furry improvers make fools of themselves, join them as they play out ridiculous situations that YOU give them!

#### 7 Grandfather Teachings Nature Hut - 8:00p

We learn the sacred teachings of the Grandfathers, and the audience will be taken through 7 steps of self discovery and participation. Learn the 7 values of First Nation's life, and which animals guide us to them! Participation is mandatory!

#### Smores with Timbehr Main Lodge – 9:30p

Handypaw Timbehr returns with possibly unethical experiments with the concept of graham cracker and marshmallow and more. Come down and try the smore corner combinations!

Campfire Sing-a-Long
Upper Campfire – 9:30p
Come sing along to some of
your favourite songs, old and
new, at this camp tradition!

Stargazing

Curve Cabins Dock - 9:30p
Join Torrle for an overview
of Feral's majestic night sky!
See Astronomy Guide, p.53

Movie Screening Teepee Heights - 10:00p Tonight's showing: Legend

#### **SATURDAY**

Polar Bear Swim
North Swim Dock - 7:00a
Having trouble waking up?
Join Crono for a blast of cold
water to get your day started
right! Better than coffee!

Saturday Morning Workshops Various Places – 10:00a See Workshop schedules

## Arowhon Activities Various Times & Places

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#### Half Day Canoe Trip Meet at Main Lodge – 10:00a

If there is enough interested furs there will be a canoe trip across lake and land to experience nature (bow chicka wow-wow) Signup sheet will be posted at main lodge. Led by an Arowhon staffer.

#### Watermelon Football South Swim Dock - 1:00p

Questionably the strangest thing we ask you to do at Camp Feral! Part water polo, part fruit salad, part ridiculous show for onlookers: teams try to move a slippery watermelon to the opposing teams goal. Not to be missed.

#### Saturday Afternoon Workshops Various Places – 1:00p

See Workshop schedules

#### PREDATOR VS. PREY

Meet at Main Lodge – 3:30p

Zabbu's favourite! A Feral! and Arowhon tradition. Herbivores seek grass and water, omnivores chase herbivores and carnivores chase both! Get your tag-assigned destiny and beat the odds!

#### Sponsor's Event

Rustic Lounge – 7:00p

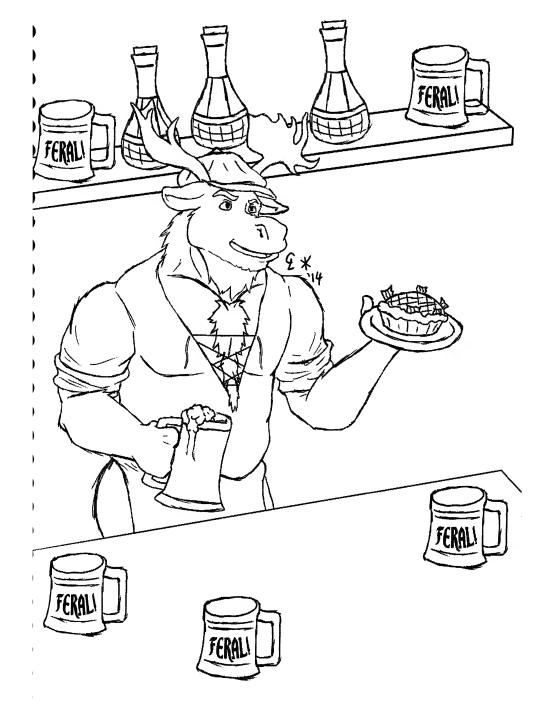
Sponsors and Patrons get a special event as a thank you for their help! Hang with the Guests of Honour. Sample tasty cheeses, fancy Italian sodas (non-alcoholic) and of course there will be a champagne toast at 8:00.

#### Musicians' Circle Tee Pee Heights – 9:30p

The new and improved Musicians' Circle and Open Mic continues! Enjoy musical performances, suggest songs you can sing along to. Bring some drinks and enjoy our Ontario version of a kitchen party!

#### Saturday Night Dance Rustic Lounge – 9:30p

Dance the night away! Furry DJs set the stage for the best late night dance parties Algonquin ever sees!



#### SUNDAY

Polar Bear Swim

North Swim Dock - 7:00a

Having trouble waking up? Join Crono for a blast of cold water to get your day started right! Better than coffee!

Sunday Morning Workshops Various Places – 10:00a

See Workshop schedules

**Arowhon Activities** Various Times & Places

Activities facilitated by Camp Arowhon include boating, swimming, archery, climbing

and many others! Listen at mealtimes to hear which activities are open each day.

Lake Swim

South Swim Dock - 10:00a Swim. Across the Lake. And back.

Dodgeball

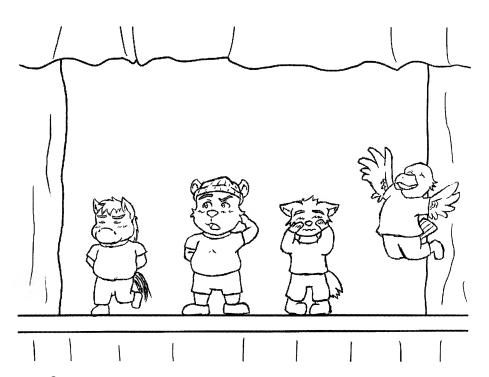
South Tennis Court - 1:00p

A Camp Feral! modern classic! Time to test those cat-like reflexes!

**Battle Of Four Houses** 

Main Lodge - 3:30p

The culminating battle in the



epic Algonquinos War! The houses will gather by the Main Lodge in preparation for the final brawl. Victory to the finest!! (See page 32 for Campwide Game rules)

#### Cabin Skits!

Rustic Lounge - 7:30p

You've been training for days. Devoting every last moment to honing your craft, and now, at the last minute, you can make it up on the fly and jump on stage! The most dreaded, yet possibly the most memorable part of Camp Feral! Don't worry, the staff will be doing it too.

#### Poetry Corner

Main Lodge Campfire – 9:00p Bring your favorite poem or one you wrote in the workshop, hear great poems recited and join in the fun! Oh yeah, There will be coffee.

# Sunday Night Dance Rustic Lodge – 9:00p You didn't think we were done, did you?

#### Movie Screening Jeepee Heights - 10:00p Tonight's showing: Deathstalker 2

#### MONDAY

Polar Bear Swim
North Swim Dock – 7:00a

Having trouble waking up? Join Crono for a blast of cold water to get your day started right! Better than coffee!

#### Closing Ceremonies And Group Photo

Main Lodge – After Breakfast

We bring down the flag, take a group pic of all your new furry friends, and then head to pack up! Remember, take only pictures and leave only footprints.

#### Pack Up And Clean Your Cabin – 10:00a

You will be given instructions on how to leave your cabin. So the fine folks at Arowhon don't have too much to do after we go! (hint: sweep up, and don't leave \*anything\* behind! Check behind beds, etc.)

# Bus To Toronto 11:00a Sharp!!!

The bus leaves for Toronto at 11:00am. There will be a delicious stop at Webers on the way back for nomburgers!!!!

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# RULES FOR FERAL 2014 CAMPWIDE GAME

The furries of the North, South, East and West are at war! You must acquire power for your King and Land by eliminating as many enemy nobles as you can before the camp ends.

How to Join: On your badge you will see one of the four sigils at right, which identifies your Land. To join the game, seek out



your king's advisor who will give you three (3) targets for you to eliminate. Keep these pieces of paper on you (a pocket or badge holder.)

**Objective**: You can eliminate an enemy noble in one of three ways:

- By the Sword: You must sneak up and break a piece of dry spaghetti against your target by pretending to stab them with it.
- By the Crown: You must sneak up on and touch your target while wearing a silly hat.
- With Forked Tongue: You must come up to your target, place both hands on their shoulders, and say something unconditionally nice about that person.

In each case, you must have a <u>witness</u> to the act, that the player or victim could turn to and ask "Excuse me, did I just poke this person with a piece of dry spaghetti?" to which the witness could answer "yes."

Each elimination is worth 1 point to your House. When you eliminate a victim, you may take one of the victim's own targets to replace the one you just completed. Report back to your advisor with your completed targets, and they will give you new ones.

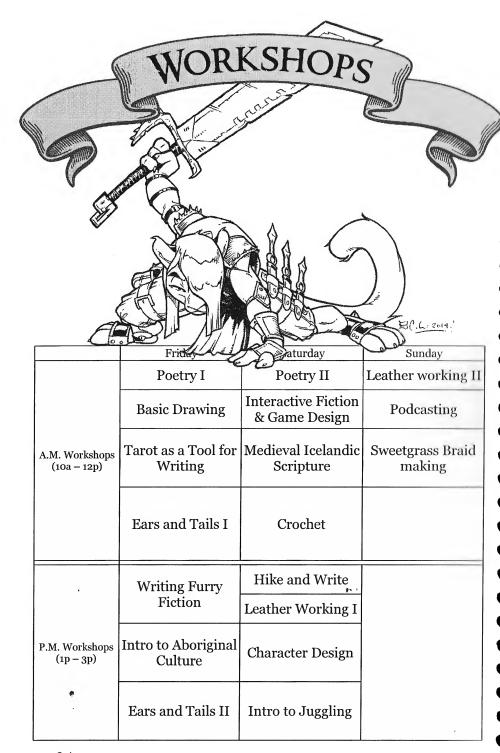
Note that the idea is to use wit and guile: Sneak up on the target. No chasing or running.

Please follow all directions by advisors or camp-staff during the game.

**Safe Zones**: Note that the following areas are safe, and no eliminations may be made under these conditions:

- While the target is inside the Main Lodge. This includes during meals, announcements, activities, etc - Main Lodge is always safe.
- While the target is in their own cabin.
- When the target is asleep.
- While the target is busy taking part in a camp activity, such as archery, or swimming. Bystanders are fair game.
- During camp-wide activities such as Pred-Prey.
- Afterhours, after lights out/campfires out.

**Winning**: On the final day (Sunday), the Houses with the most power shall meet in final, decisive battle!!



# Poetry I: Basic

Wotan - In Front of Main Lodge
An interactive discussion on
the basics of poetry, led and
moderated by Wotan!

#### Basic Drawing Hiker & Torrle - Main Lodge

Basic drawing practices and techniques! Hiker has been an artist in the furry community for well over a decade. Learn from one of the best!

# The Tarot as a Tool for Writing

Skylos - Teepee Heights

Writers block? Can't think of a plot? Don't know a character's back story? Reached a dead end? Spin the wheel of fate through a Tarot reading, suggesting myriad possibilities and revisions! Join us to collaborate on characters and a plot and see what happens!

#### Ears and Tails (2 parts) Loopy - Arts & Crafts Hut

In this workshop, we will be teaching you how to make your very own ears and a tail, with step-by-step instructions and hands-on assistance from the instructor. Ever wanted to know how to make them yourself, but felt

you just needed someone to show you the basics? It's really not complicated. Anyone can do it, with a little time, and a little help.

#### Writing Furry Fiction Tempo - Teepee Heights

Whether you're interested in sci-fi, fantasy, historical, or mystery, this is the workshop for you! Professional furry novelist Tempe O'Kun will be discussing how to best integrate furries into your setting. We'll be covering internal consistency, the balance of human-vs-animal traits, and making it matter that your characters are non-human. So perk your ears and don't sit on your own tail - or somebody else's — because this is going to be one jampacked workshop. Materials required: notebook, pencil, and imagination.

#### Intro to Aboriginal Culture Gishkishenh - Nature Hut

A look at common misconceptions, stereotypes and basic information about the Local First Nations. We will touch upon a wide variety of topics - animal related ones too!

#### Poetry II: Advanced

Wotan - In Front of Main Lodge Wotan continues the conversation from the beginners class, stepping into more complicated aspects of poetry.

#### Interactive Fiction & Game Design Tempo - Teepee Heights

Join guest of honor Tempe O'Kun, lead designer of Nordguard: The Card Game, for a crash-course on interactive narrative and game-play. We'll be going over how to establish and deliver on player's expectations, how to balance challenge against story progression, and how

best to use gameplay as storytelling. Whether your an old pro at interactive stories or just curious about the medium, you'll get the chance to polish your skills and brainstorm with other talented storytellers.

#### Medieval Icelandic Scripture

Gishkishenh - Nature Hut

With a focus on Historical influence, Cultural and Ethnic hegemony, and an over-all basic analysis on the motifs and metaphors behind the characters. We will focus on the Poetic Edda [common laymen terms dubbed "Norse myth"] as our contents.



#### Crochet

Hazel - In Front of Main Lodge Learn basic crochet stitches and get started on a project such as a small critter, hat, scarf, or bag. (Think tribbles, Hero of Canton, Dr. Who ...!) \$8 fee includes 2 crochet hooks, yarn needle, enough yarn for your first toque, critter, or pouch, handouts and a zipped case to keep small, easily lost stuff in.

#### Hike & Write

Tempo - Meet at Main Lodge Join novelist and outdoorsdog Tempe O'Kun for the writing equivalent of landscape painting! We'll be hiking to some of the most scenic locales around Camp and honing our description skills. Defy the stereotypes of furries as desk jockeys and take advantage of this unique chance to write en plein air. Materials required: notebook, pencil, and hiking boots.

#### Leatherworking (2 parts) Yennix - Arts & Crafts Hut

The leather workshop is a chance to do a bit of craft at camp and leave with a creation that not only is neat, but has all the personal love and effort that only selfworked leather can have. This vear's project is padded wrist cuffs. Material fee for the workshop is \$40 to make a pair of cuffs.

#### Character Creation Workshop Anyare - Teepee Heights

A workshop for attendees to create their own characters. We will teach gestural figure drawing, posing and provide templates for characters. We will begin by introducing ourselves, our backgrounds and talk a bit about figure drawing and character design. We will then teach people how to gesture a post out and after that hand out blank lightly xeroxed templates for people to draw on for the figures, and a reference page of various body parts to copy or reference and drawing techniques for fur scales etc.

Intro to Juggling Skylos - In Front of Main Lodge Come and learn how to chase dropped balls! Every juggler is an expert in chasing dropped balls. But we'll also be teaching you to learn how to learn about juggling! Nobody can teach you

to be an expert juggler in an hour or so, but I bet we can get a cycle of two or three balls going. At the very least, you can find the path from where you are to where you want to be. Join us for basic juggling!

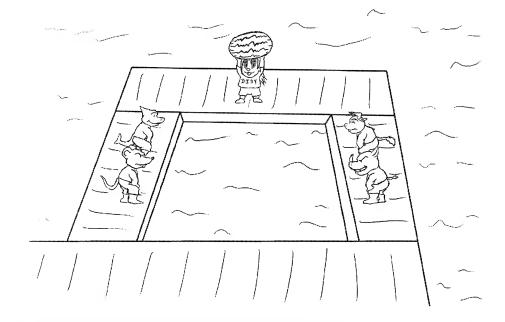
Podcasting, Ep 1
Levi & Wolfin - Teepee Heights
Ever wondered what it's
like to produce a podcast?
Thinking about doing one
of your own? Wolfin and
Levi talk ideas, organizing,
and other tips and tools for
amateur production.

This panel may be recorded if we can scrounge the tools.

Sweetgrass Canoe Gathering & Braidmaking Gishkishenh - Meet In Front of Main Lodge

Come learn the teachings of the sweetgrass! We will collect our sweetgrass traditionally: by canoe. After, we will embark on the teachings as we make our sweetgrass braids. All participants will take home thier souvenier for later use. This workshop and the number of participants is subject to how much sweetgrass float we can find on the lake each year. If we don't find any this year, the workshop will be substituted with another activity.





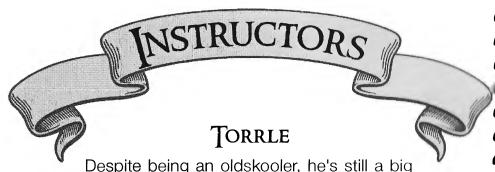
Has the fandom changed you? How do I explain furries to my friends? Should I change my fursona? Are there any good alternatives to FA? Is the perception of artists in the fandom fair? Why does the fandom seem so immature?

# The podcast with the answers...



...every week @ http://wagztail.com

Is there worse pain than stepping on LEGO? Ever dream you were your fursona? How should I choose friends? How can I get started fursuiting? What would a furry world be like? How should we ethically treat animals in the real world?



Despite being an oldskooler, he's still a big kid at heart. Been furry since the 90s, he draws lots (but posts nothing), makes the occasional fursuit, and is always looking to make new friends and try new things. He was a Feral! staffer in the early years, and this year he'll be teaching the basic art panel with Hiker as well as running a casual stargazing panel in the late night.

# HIKER WOYOTE

A species unto himself. His origins lie in Prince Edward Island, Canada's smallest province and largest open-air rural theme park. Disillusioned with his career as the left arm of ANNETRON, the Island's giant red-headed robotic defender, he moved to Toronto in 1998. He lives there still, happy and content, and only occasionally has nightmares about giant rubber-suited potatoes with laser eyes. He is a Renaissance were-woyote: self-taught artist, improv actor, video director, and social animal. This year, Hiker is helping to teach the Art Workshop. With 15 years of drawing experience, he hopes to give his students a quick foundation in the fundamentals of drawing and a stack of photocopied notes.

#### WOLFIN

Wolfin is a wolf/dolphin hybrid and verbose co-host of the WagzTail podcast. He's also published dozens of magazine articles and co-authored a book. He's overtly fond of the colour orange.

#### WOTAN

Wotan, who writes poetry and fiction under the pen name of Trevor Patrick, has been involved with the fandom since mid-1997, when he was working an eight year stint as a zookeeper, his introduction to the fandom coming from a fellow keeper. In his ordinary, day to day life outside of his writing endeavours, Wotan has pursued a career in biological sciences, specifically conservation biology, earning an honours B.Sc. at the University of Guelph in 2002, followed by B.A. in Bio-Ethics in 2003, and a M.Sc. in 2007, also at the University of Guelph.

Wotan has been attending Feral since 2000, never having missed a year thus far, and has been teaching the poetry workshops since 2003, as well as hosting the Poetry Corner readings.

His two most recent poetry collections are:

- (1) Shattered Images: Selected Songs and Poems of Trevor Patrick 1985-2010, published in 2012 through Lulu Press,
- (2) The Problem With Revolution: Selected Songs and Poems of Trevor Patrick 2010-2013, published in 2013 through Lulu.

In addition to his poetry projects, Wotan is currently working on numerous short stories and several novel-length projects, as well as creating the Media-Wiki project, and writing supplemental short stories and other material for Mulefoot's online comic "SLOP" (http://www.rustedtusks.com)

Levi is a coyote and hobbyist writer, and he served on senior love

staff of his university's literary magazine for several years. He's currently co-host of the WagzTail podcast as well as its primary editor. In his spare time, he enjoys playing with his dog and being outside.

# **JOOPY**

Loopy (aka LoopyWolf) has been in the furry fandom just for ever. He's perhaps best known for his for his creation of "Mighty Wing Lung Puff" -- a 24' fire-breathing dragon which helped earn him a "Master Costumer" title at WorldCon. Nowadays, he turns these same skills towards making ears and tails, plushies and jewelry. He hails from Montreal, Quebec where he is the founder of the local fur group, MonFur. He adores games, monsters, vintage cartoons, and crappy sci-fi. He's a semi-professional artist working part time in multimedia, and part time doing commissions for folks in all kinds of media, and always learning more. He also loves board games, and has designed and made a couple.

Loopy is also a furry artist, seen on FurAffinity and Weasyl. He publishes various webcomics, such as Were I Wolf, and Macro & Vore.

# YENNIX

Yennix has been coming to Camp Feral! every year since he immigrated to Canada from the sweltering state of Oklahoma. His first camp introduced him to leather working with Wilykat and he's since taken the workshop over and continued it since. Becoming a member of staff after that first year, he's been responcible for logistics and driving the Cubevan to and from site. Aside from finding him hammering and stitching during the camp, he's also a DJ at the dance, spinning the heavy hitting drum and bass tracks that have got him jamming! Just dont ask him to play Sandstorm;)

# **S**KYLOS

Skylos or David Ihnen is a Professional software engineer, Shotokan Karateka, Maker, Tesserator, Writer, Motorcyclist, Mechanic, Rationalist, Communist, Photographer, Amateur radio operator and Furry. Born on Long Island and currently working in Columbus Ohio with his mate Dhugal of 18 years and his two canine companions Akando and Banshee the German Shepherd Dogs.

# **GISHKISHENH**

Born into the clans of feuding Vampires and Werewolves, Bernice was created after a genetic cloning operation went horribly askew. Banished for being too wild and uncontrollable, she travelled various regions of the world to learn the cultures of the ancients and dying. While in exhile, she picked up various languages as well as extensive knowledge in myth, cultural studies and conservation; so that she may preserve the extremely rare Danish Hamster Toad from it's horrible fate of extinction.

Bearing the vindictive temperament of a beast who hath been scorned by a thousand deamons twice over, it has been foretold not to indulge in false words against particular cultural oral traditions as well as Obi-wan Kenobi - for the nature of her primitive wild rage shall be unleashed with the fury of a thousand suns.

Somewhere along the way she picked up this habit called "Drawing", and decided to do something with it.

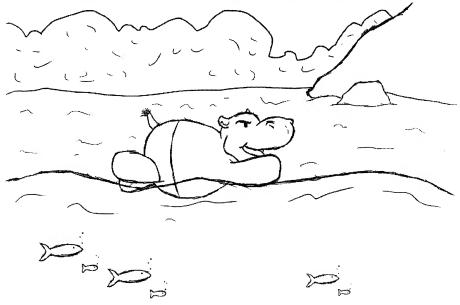
She also has Celiac Disorder, and is incredibly bitter about it.

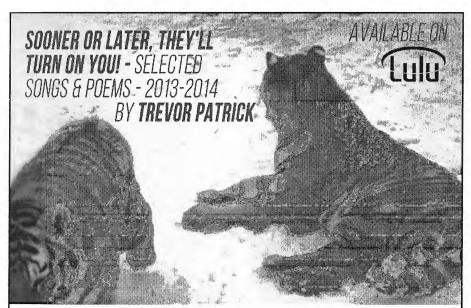


#### **ANYARE**

Anyare is a Canadian furry artist born and raised in Toronto, Ontario. From a young age she's been interested in animals in all their depictions, ranging from small pets to the biggest wild cats of the Savanna, either in real life or portrayed in books, comics or on the big screen. In fact it's the big screen classic 'The Lion King' that continues to inspire her to this day in her artistic endeavours. Having graduated from Sheridan College with a degree in animation, she still enjoys seeing new anthropomorphic films while reliving classic films, and is currently employed at a Toronto animation studio. Outside of art and film, Anyare won't turn down a good hike (Geocaching!), enjoys many games and spends summer weekends relaxing at the cottage in the reknown Muskokas with friends and a cold beer.

# HAZEL





The next stop along a poetic journey, which began with "Shattered Images", and continued with "The Problem With Revolution"; the overarching theme of "Sooner or Later, They'll Turn on You!" is one of betrayal. We betray our family, we betray our so-called 'friends', we betray those, who care about us, we betray our community, our society, and our nation, but most of all, we betray our own ethics and beliefs. Worst of all, is that betrayal doesn't always go to the highest bidder. Sometimes the greatest betrayals are bought and sold for worthless trinkets, and empty promises...





He's a Camp Feral Alumni spinning Progressive House, Dubstep and Top 40. New to the scene, but six years strong. #TheStruggleIsREAL! He's hoping to keep you dancing all night!

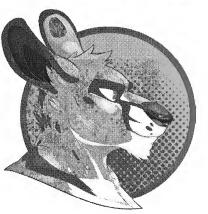


Call me Krunk! Fresh to the world of DJing, this monster is here to spread the voices of Funk, Disco and Soul.



# Kihu

Kihu is a music producer, DJ, and graphic artist from Los Angeles, and one of this year's Guests of Honor! See p.16 for his full credentials, and don't miss his set!



# **M**IAMI

"I've been spinning at Feral since 2007; this will be my 8th time. Yes, I am still addicted to cheesy classic pop remixes. Now quit acting so cool and go shake your tail; you know you love this song."



### **ASH**

Started playing at cons for about 3 years now, from Feral to Furnal

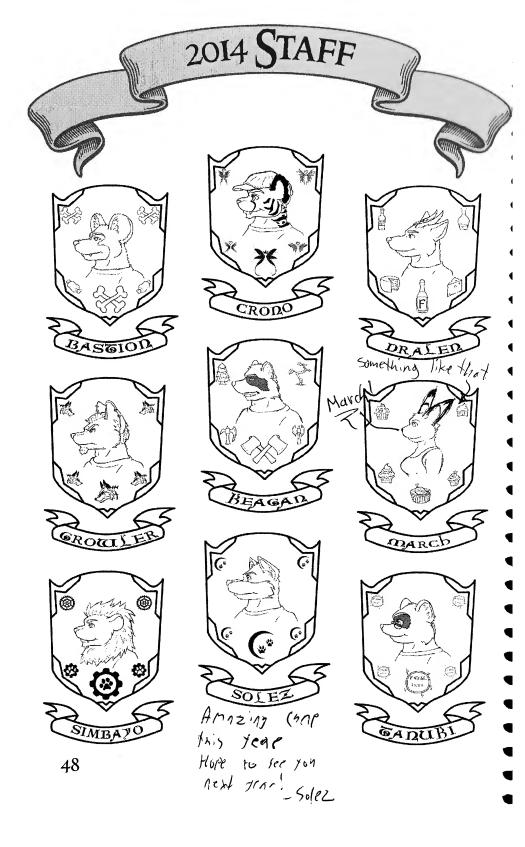
Equinox and the Toronto based club event Howl. Here to make your tail wags to some neat club and progressive house beats!

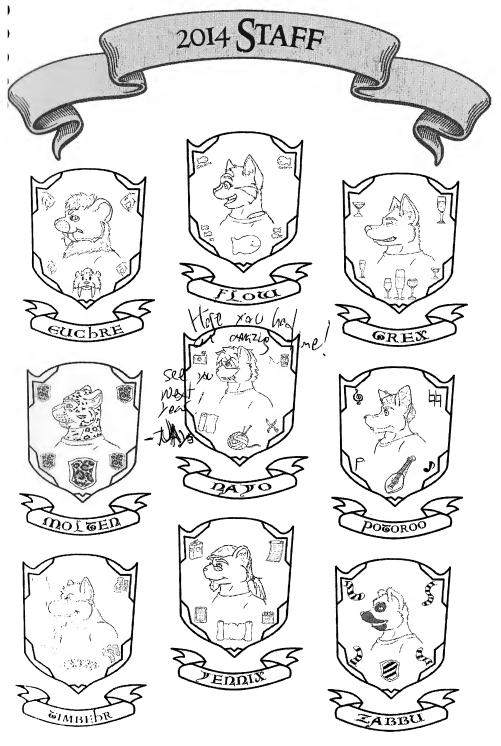


### **RAVERFOX**

I have been DJing for just over a year now, with my first "proper" gig being this past FE. I have been partying and raving for 14+ years, and am only now just starting to mix. Currently I am also a resident DJ and Promoter of Howl Toronto. My styles are mainly Techno and Hard Dance, although I am constantly thinking about what genre(s) to branch off into next!







# THE WEIRDLING BARD OF ALGONQUINOS

©2014 by Trevor Patrick

Come gather 'round the fire, kind and honest folks, to join in warmth and fellowship; perhaps to laugh and joke.

Such plain and simple pleasures are the things that mean the most, in these times of bitter strife, afflicting fair Algonquinos.

If you've a quaff of wine to share, with a lonely poet and bard, or perhaps a dram of whisky, for the years and roads are hard-

we'll pass the wineskin, and share the pipe and savour the comforting woodsmoke smellso children young, and children old, hear the story I would tell.

Eight centuries before the Bluecoat King, lived a prince of his earlier line; who turned from his destiny to answer a different call, that he simply could not define.

He saw his inheritance a throne of ruination, should the peoples stay their present course, wisdom and learning replaced by pride in ignorance, and wildest superstitions endorsed.

Hatreds knife-edge keen, and harvests lean, and every transgression paid in hot bloodteachers and builders, and those who strive for better things, shoved aside to celebrate every brute with a club.

But he knew there were some, who abhorred such a fate, so few and so scattered, who must be brought together before it was too late.

So he took to the lonely roads, where his sword became words, and his shield the parchment for a quilland in his wanderings, he gradually met others, whose inner visions would likewise not be stilled.

Some say he made friends of the mightiest beasts: that a proud, male tiger walked by his side, while others say that the wolves and the bears protected him, and the crows and ravens were his spies. Whatever the truth of that first Weirdling Bard, only one thing is truly known: that during his lonely wanderings, his proud, blue garments, gradually darkened to twilight indigo.

And those that joined him, wandering the roads, from every corner of the lands, likewise lost their vibrant colours, as they forgot their prejudices and hatreds, and answered to a higher command.

Following this bard-prince from the blue, were musicians and philosophers, and poets hiking the hidden trails-as the Weirdlings of the purple and indigo, they share ancient histories and fantastic tales.

While they of the green, now turquoise and grey, brought the wise men and stoic crones: who can see beyond the intrigues of the moment, and listen to the far simpler truths of tree and stone.

And the Weirdlings from the yellow, who know the value of labour and toil: instinctive knowledge of the never-ending earth rhythms, their newer garments the browns of fertile soil.

> While the Weirdlings of the red, who know the necessity of prudence, because fortunes will always shiftnow wear the sunset orange hues of the harvest waxing fat, and teach the essential ways of thrift.

And these lonely wanderers, each carry within them, the truths that those, who live for the moment, refuse to seecherishing ancient memories of the noble lands that were, but dreaming of the greater Algonquinos that could be.

And most of all, they hold close to the prophecy, they've come to deeply understand:
of the day their shared wisdom, shall move the heart of a king, to shed a tear for these greatest of lands.



#### Astronomy Self-Guide For the Skies at Camp Feral!

Good news for novice and expert stargazers alike, this year's Feral! falls on a new moon, cutting light pollution down to even lower levels than before. The only uncontrollable variable is the weather..

Perhaps the best place to stargaze at Ferall is on the far north dock, past the Curve cabins. It offers a wide view of the lake and is nicely isolated from the rest of camp. Be mindful that this is a quiet area, so please keep your voices low, and you should not be on the dock itself if you've been drinking. We know it's hard to get a good view without being near the water, so wherever you do it, just be safe, ok?

So! What's there in the sky to see? LOTS!

#### Getting your bearings

In case you're not certain about with your compass directions at Camp Arowhon, here's a short primer. Let's say that you're standing in front of the main lodge and looking our onto Lake Tepee. You are facing due East, so North would be to your left. Stars will appear or ise up from the lake during the night.

Since we're in the northern hemisphere, the first thingyou'll want to get familiar with finding is Polaris ("The North Stat"). This is the star that is very much aligned to Earth's rotational axis, and if you could observe it all day, every day, it would never move (much) from that spot in the sky. All of the other state would appear to rotate around it over the course of the night. If you were standing at Earth's equator, Polaris would be on the horizon and all the stars would move straight across the sky from one horizon to the next. At the north pole, the north star would be directly overhead and all the stars would appear to move horizontally, never rising or setting. At Camp Ferall, we are located approximately halfway, so you'll be alse to find the north star by looking north and about 45° under the control of the north star by looking north and about 45° under the control of the north star by looking north and about 45° under the control of the north star by looking north and about 45° under the control of the north star by looking north and about 45° under the control of the north star by looking north and about 45° under the control of the north star by looking north and about 45° under the control of the north star by looking north and about 45° under the control of the north star by looking north and about 45° under the control of the north star by looking north and about 45° under the control of the north star by looking north and about 45° under the control of the north star by looking north and about 45° under the control of the north star than the north star than the star than the north star than th

Let's face it... none of the stars appear to move fast enough to get a sense for the one that they're spinning around, so sometimes other visual clues are needed. Sometimes it's easier to find the north star by looking at the consrellations around it. Constellations are covered in the next few pages.

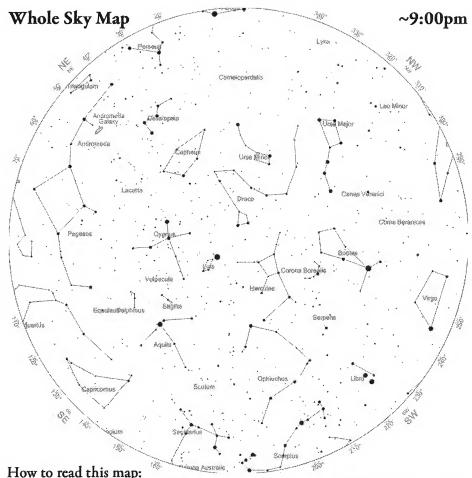


#### Planets

Strangely enough, there won't be many planets visible at night, as the majority of them happen to be more on the sunward side of Earth. If you're somehow awake at 5:15am, Venus, Jupiter, and the waning crescent moon will all have risen together in a tight little triangle over the lake. Also, while Saturn and Mars will be up in the evening sky, they'll be low in the southwest sky and obscured by rees.

#### Northern Lights

Even though we are technically still in the "solar maximum", the sun has been relatively quiet in the past decade and hasn't induced a whole lot of geomagnetic activity here on Earth. The northern lights have never been seen at Ferall, but they are definitely possible (there is always a slim chance that they will on any given night). As this guide was created weeks ahead of time, and solar disturbance predictions are only good for a few days, there's no way of putting that info here. Torrie ought to know. Ask him.

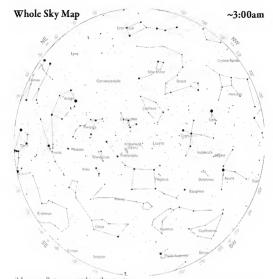


North is up. East and west are not the "wrong way around." Raise this map up above your head while facing south. The compass directions will match up with the proper directions. You probably also have something similar as an app on your smartphone, but this is handy to have in case you don't feel like keeping your phone on you at camp.

#### Constellations

There are three constellations that are immediately recognizable if you've done any sort of stargazing before, although arguably the most famous one is The Big Dipper (or Ursa Major, aka "The Great Bear"). It may be tricky to locate the big dipper at Feral! because it will be in the west. Look just above the trees toward Tepee Heights and it should be easy to spot, although it will descend toward the horizon as the night goes on. The constellation represents a big bear that has a really long tail for some reason, which only shows that if you spend a lot of time looking at stars, you might forget what bears look like. Don't forget what bears look like.

Use the diagrams on these pages to be able to quickly find or identify constellations.



Other constellations you might easily recognize:

Cassiopeia (aka, "The Big W", "The Big 3"): It'll be easy to spot across the lake after sunset, then be directly overhead into the night.

Pegasus (aka, "That big friggin' diamond"). Similar sighting as Cassiopeia, just slightly further south. Cygnus (aka "Some long plus sign thing," The Graph"). Becomes visible overhead just after sunset, then moves west. This is the constellation that the famous Kepler Space Telescope looked at and discovered many other potential Erarth-like workls.

**Pleiades star cluster:** Not actually a constellation, but it's that unmistakable tiny group of bright stars. Rises around midnight in the north east.

Orion (aka, "Three stars in a line, and some stars around it"): Will rise over the lake after 3am.

#### Not so apparent constellations:

Draco (aka, "I don't see it"): A large constellation that no one recognizes because it's so big and sparse. Camelopardalis (aka, "This is a joke, right?"): Also large, but all the stars are too dim to form any memorable shapes... probably because no one has ever seen a camelopardalis to explain what it looks like. What the heck is a cameloparda? A came? A leopard? Both? Discuss (or ...don'd)

#### Galaxies: The Milky Way and Andromeda

Given that Feral! is far from cities and during a new moon this year, the skies should be as optimally dark as possible, allowing you to see many things that you won't be able to see near any city due to light pollution. One such thing to look for is the band of the Milky Way galaxy. All stars that you can see in the sky are part of the Milky Way galaxy, but the band you see is the result of the spiraling arms of our galaxy viewed edge-on, and contains many many more stars. It may be hard to see, but the core of the galaxy will be on the southern horizon, in Sagittarius.

The Milky Way galaxy isn't the only one you can see, though! Between Cassiopeia and Pegasus is the constellation of Andromeda, and is place you'll be able to spot the Andromeda galaxy, one of the Milky Way's nearest neighbours. While it isn't the only galaxy outside of our own that is visible to the naked eye, it is one of the only one's visible in the northern hemisphere, and also the furthest away. If you spot it, keep in mind that it's the furthest thing away that you can see with your unaided eye, and many thousands of times further away from any other star you can see in the sky.

#### Meteor Shower: Perseids

At this time of year, the Perseids are coming to an end. While on any given night you can see shooting stars, you may notice more of them appearing to emanate between neighboring constellations Perseus and Cassiopeia.

#### Satellites, Space Stations, Iridium Flares

Generally speaking, it is easiest to spot satellites passing above our heads when the sun has set (or is setting) and the satellite in question is still in full sunlight. Some of these satellites are so bright that they are easily dismissed as a plane, it's also easy to miss these because we rarely look at the sky and don't generally know when and where to look. IF we spot one, it's usually by accident.

It can be a little surprising to witness how big and bright that the International Space Station (ISS) appears, especially considering how far away (400 - 2,200km) and fast-moving it is (Mach 22), while also remembering that there are people on it that might actually be looking back. Unfortunately, there will only be one really good flyover while we're at Feral!, and that's the night we arrive.

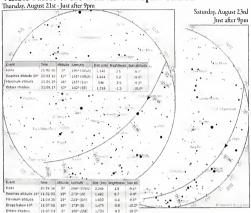
Watching for satellites is generally the same as watching for the ISS; they generally appear to travel from west to east (although you'll spot some that also appear to go mostly north, or mostly south), so if you keep your eyes westerly, so you can track it going east. Any satellite that is still sunlit as you watch it pass overhead will vanish as it enters Earth's shadow, sometimes well before it gets to the horizon. Most low-orbit satellites that you'd be able to see will be fully in shadow by 10pm.

Watching for Iridium flares is different from watching for regular satellites in that they are generally too small to be seen, even when fully lit up by the sun. They can, however, get exceptionally bright when the sun reflects off of one of their huge, mirror-like antennae. So bright, they can become the brightest things in the sky (except the sun and moon), but are only visible for a few seconds!

In the remaining pages, I've outlined where to look for the brightest evening satellite and ISS passes, as well as Iridium flare sightings. These are only predictions, and while they are generally pretty accurate, the accuracy deteriorates with large gaps of time. As of this writing, these predictions are about three weeks old, but should they change significantly, Torrle will have updates to them on hand.

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#### Visible Passes of the International Space Station



#### **Iridium Flare Predictions**

Flares usually either appear between 7-l0pm, or 3-6am, and are extremely location dependent. The next town over may have vastly different sightings. This year, unfortunately, most of the sightings are around 3:30am, but the best one to see (the -5.5, 3rd-last on the list below) will be on the night that you'll be up late going to Tepec Heights anyway!

There's only one during the evening, and it'll be hard to see. Basically, look slightly east of straight up at 8:42pm on August 24 (See the first map, below). Pretty much all others will be seen in Orion as it rises in the east (See the other map.)

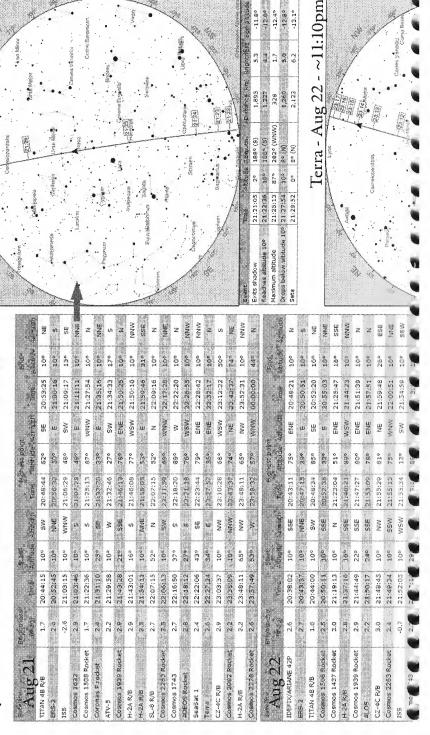
Time	Brightness	Altitude	Azmuth	Satelite	Sun altitude	August	24, 8:42PM	2-3 times Daily, ~3:30Al
Aug 22, 03:52 07	-1.0	12"	101° (F)	'nd.,m 96	-23° D		20.42	03.35
Aug 23, 03:45:51	24	120	103° (ESE)	Indom 19	-24° D			
Aug 20, 03:55:07	0.9	149	104° (ESE)	Indum 34	-23° D	is •	V .	
Aug 24, 03:39-39	-3.9	110	104° (ESC)	Indum 97	250 ₺	•	1.	- 00ua
Aug 24, 03:48:57	0.2	1.4°	106° (ESE)	Indum 5	-240 ₺			03:34
Aug 24, 20.42 40	0.6	72°	118° (ESE)	Iridum 40	70 Line	lium fiare -	* in - ·	
Aug 25, 03:33:25	-5.5	100	106° (ESE)	Indium 7	-260 ₺			Iridium flaro
Aug 25, 03:42:38	-0.4	130	108° (ESE)	Indum 8	-250 ₺		20:43	03:33
Aug 25, 06:53:41	-6,8	420	32° (NNE)	Indum 54	40		20:43	197

57

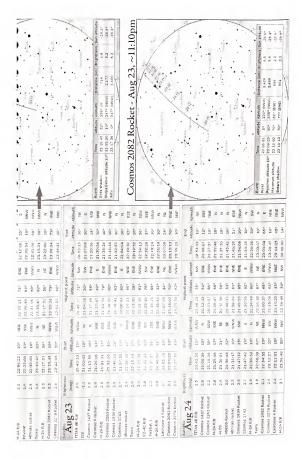
# **Evening Satellite Passes**

Cosmos 1508 Rocket - Aug 21 - ~9:23pm

Torrle will have full-size pages of all the info listed here if you are curious, or find the font too small to read.



-12,40



# THE NEXT CADRE

By Slip Wolf

"Nothing interests you?" The old cat sourly met the coyote's pleading gaze and left without buying a thing. Jakinsi bit back a curse as he watched her enter the nearly empty street.

This was all his father's fault. The kingdom was going to hell, and their business along with it - all because the stupid drunk couldn't keep his muzzle shut. Smoke from deliberately set fires still rose in the wealthier parts of the city. Every so often, he thought he heard the distant peal of a scream. So many had it coming when the lions of Vickensor toppled the Otter dynasty of Lorander in last week's power grab. If only his father had known to stay silent.

Even now a town crier called out accolades to the new King, as if people would forget whose boot was on their necks. Jakinsi could care less. The pale-furred canid leaned against the doorframe, nose deadened

to the melange of scents that filled the small spice shop. What hit his nostrils next brought them back to life.

A rabbit stepped into view covered in soot from floppy ears to clawed feet, smelling rank as death itself. A hood covered his head just above his nose and the burlap bag about his shoulders dragged at the coarse fabric of his shabby cloak. "Morning."

"Is it?" Jakinsi snapped before calming himself. This wretch likely hadn't two coins to rub together, but Jakinsi couldn't be sure what the peasants had raided from the sacked estates uptown. "What brings you here good sir?"

"Something aromatic to cover strong smells." The rabbit's voice grated like crushed gravel. Something his bag clattered like wood.

Somebody was honest with you, Jakinsi thought, wrinkling his muzzle and stepping aside. "We have many fine spices from all the realm's corners."

The closed-space stink of the rabbit was worse, as if he'd rolled in sooty carrion. Jakinsi nearly gagged. "Whatever's strongest," The rabbit rumbled. "Zabrisent would do."

Zabrisent would hide any scent in the world with its odor, compensated for by its mouth-watering effect on root stews. But it was expensive. If this creature could afford it- "A pound runs one half-crown."

The rabbit sighed. "I have one silver mark."

Half the cost. Jakinsi's ire rose. "I'm sorry if recent troubles in this city have visited you." It was bad form to openly label a broke client broke. "You can pick something else from our vast-"

The rabbit turned briefly back to the street. "A thousand pardons but my need is urgent."

This from a beggar with nothing whatsoever to lose. "There are many urgent people in this city right now and I'm running a business."

"I regret your troubles but I knew your father Jabornal. I was a friend of his in fact." The rabbit paused as he reluctantly searched for his next words.

Jakinsi blinked, his face a mask even as his gorge rose with fury. How dare this stinking stranger mention Jakinsi's father, the idiot rabble-rouser who insulted the Vickensor name in public even as the Lorander otters fled the city for their lives. It was because of Jabornal's loyalist prattling that he was imprisoned, that their modest business would be confiscated if Jakinsi failed to pay his fines. That this stupid rabbit could mention his father to try and sway him...

"Leave!"

"Let me explain-"

"I said get out! You think my father's name secures a steal, do you?"

"The Vickensors-"

"Are just another band of ambitious royal idiots who swindled, schemed and killed the last cadre of royal idiots! They'll be killed in due course by some other royal idiots already planning! Don't use my fool father's name to sway me to undersell the very stock that will keep my family business-"

Light faded as bodies darkened the shop's doorway. Even through spices and rabbit stench, Jakinsi could smell accumulated feline as three armoured male lions entered,

manes glossy in the sun.

Jakinsi's jaw closed, swallowing as he recognized the Vickensor sigil on their breastplates. The rabbit, for his part stood with fists clenched at his sides, gazing downward. Jakinsi couldn't see the rabbit's eyes, but could tell from his stance that he was furious at Jakini's outburst.

"Interesting shop," the lion in the lead said dryly. Jakinsi noticed the red cloak about his shoulders, the noble colors of the direct Vickensor line.

Jakinsi coughed. "Much thanks my lord and guests. I would be honored to serve you on this, the inaugural week of the new King's reign. Long may-"

"Of course." A raised gauntlet shut Jakinsi up. "So much honest praise going around." The lion's mirthless expression chilled Jakinsi to the bone. "What have you for us?" The Lord's sword rattled as he regarded the shelved jars and sacks hanging in the small space, turning to the scale on the small counter bearing a mound of cinnamon. He pinched some between his fingers and

sniffed delicately. His two attendants looked bored. The rabbit stepped back and Jakinsi noticed that one of his ears drooped lower than the other under his filthy hood.

"Spices from the Caracin region are discounted in light of recent-"

"Who is this?" All leonine noses in the room had settled upon the rabbit.

"A browser my lord," Jakinsi replied stiffly. "He was leaving."

"I was indeed." The rabbit bowed lightly. The one longer ear dangled as he did.

The red-cloak narrowed his eyes. "You have trouble with your hearing?" he asked with amusement.

"I suffer a palsy," the rabbit replied. "Runs in my family."

"Does it now?" The lion's brow lifted and his paw went to his sword. The other flicked out and pulled the hood from the rabbit's head.

The one false ear detached and fell to the floorboards, the other dangled loosely. Above the dyed muzzle, the cold blue eyes of an otter glared back.

The escorts gasped and the red-cloak smiled. "Princess Fenrault. So the

rumors of your return were true."

The ex-rabbit squared her shoulders with dignity. The gravelly aspect of her voice fled. "I came for what is important to me, nothing more," she said with a delicate lilt.

"Did you now?" The noble lion chuckled. "The crown sits on the true King's brow where it belongs so I can only wonder what that is."

"Will you take me before him then? I would love to look in Girimond's face and ask what kingly grace he showed when he drove a sword through my mother's heart."

The lion grinned an arsenal of fangs. "Many fools in this city believe our reign lacks legitimacy while a member of the former line lives." He took a step forward. "I should prefer that you ask your mother about her end when you cross death's threshold. We won't mourn your end either."

The wise thing for Jakinsi to do would be to let the Vickensor kill the last living I orander and then quietly scrub the blood from his floor boards. But as he watched

their draw their swords from their scabbards, Jakinsi's mind overpowered his fear. Killing the last Lorander princess would violate noble laws of surrender, tarnishing their reign forever among dissenters. There was only a single witness whose father was already detained, a witness that could be easily disposed of.

"My Lord." Jakinsi's voice cracked fearfully. "She hid something behind my counter before you entered."

"I concealed no-"

"Silence!" The lion roared. "What is it? Show me!" The lion leaned over the counter as Jakinsi backed away, his heart thudding in his chest.

Jakinsi pointed his muzzle at the mound of cinnamon and blew.

Spice covered the gasping lion's tongue and nostrils, causing him to gag and sneeze. The other two lions' jaws dropped like draw-bridges, their swords dipping.

Princess Fenrault's filthy robe flashed and she spun, burying a dagger deep into the belly joint of one attendant's armour. The other underling raised his

sword with a cry as the Princess flashed back in his direction, dagger under the sword, cutting the lion's wrist. He dropped the sword with a howl. The otter's dagger flashed upwards, and the lion was gagging his last before his sword clattered on the floorboards.

The noble Vickensor staggered back, cursing and wiping the cloying spice from his nose with his cloak as he hefted his sword. Cinnamon watered his eyes and he lunged in the Princess' direction, his swing cutting the ropes holding up several bags. They burst on the floor, filling the shop with aromatic dust. Jakinsi ducked, terrified as the sprightly otter's robe fell away from filigreed leather armor and her own sword flicked from its scabbard. The lord stuck fast into a pillar and when he wrenched it free, the Princess' slim blade was scratching his throat.

The lion took labored breaths as he relinquished his blade. "Princess, I must commend your martial skills. I'm sure we can make some arrangement that is mutually equitable. I am the second son of the Lorander line and

my name is-"

"I know all I need about you." She took a slow step forward. Her emerald eyes took hold of his gold ones, aflame with hatred. "I saw you light the torch."

The lion shivered like a cub and the plea never left his throat. She dispatched the Vickensor with a swipe that left his body quivering in the mess of spices.

Fenrault sheathed her sword without wiping it clean. "We must leave. Light that lantern Jakinsi."

Jakinsi grasped the lantern from the counter's edge and lit it as she latched the shop's door shut and covered the lone window. "Is there a back exit?"

"Yes," Jakinsi mumbled with bile in his throat as the finality of what he'd done came crashing down. He was a dead man. They'd flay him in the public square. He shivered as the princess threw her filthy robe on and grabbed the Zabrisent along with her burlap bag.

"You know my name." Jakinsi muttered dully in the fetid alley behind the shop.

"Your father told me when he sent me here. He was a loyal friend to our family."

Countless questions roiled. "I very Vickensor in this realm wants you dead," Jakinsi stammered. "Why did you come back?"

"I or the most important thing left to me." Fenrault opened the sack and Jakinsi recoiled at the ashen otter skull leering up at him atop a pile of bones.

"Whose..."

"These are the bones of my lather, Haraquir the fourth. They locked him in the iron keep along with all the other agilators who supported him and covered the roof with pitch..." The princess trailed off, her expression hardened against a knot of grief.

"I..." Jakinsi couldn't speak. Bones. She risked it all for his bones. And Jakinsi, leckless self-pitying Jakinsi pondered leaving his own ather in the iron keep with the other malcontents under the Vickensors to wallow in his stupid patriotism. Shame burned him like a flame.

The iron keep. Agitators. Realization hit Jakinsi like a cold lake drowning his soul. "But...my father was in..."

The princess placed a hand on Jakinsi's sholder as

the coyote sunk limply to the mud. "Please, no."

"I'm sorry. He was murdered with my father. All he had will likely be confiscated by the Vickensors."

Gone. His father and all he ever cared about was gone. "I never showed him any kindness. I thought he was just a...drunk."

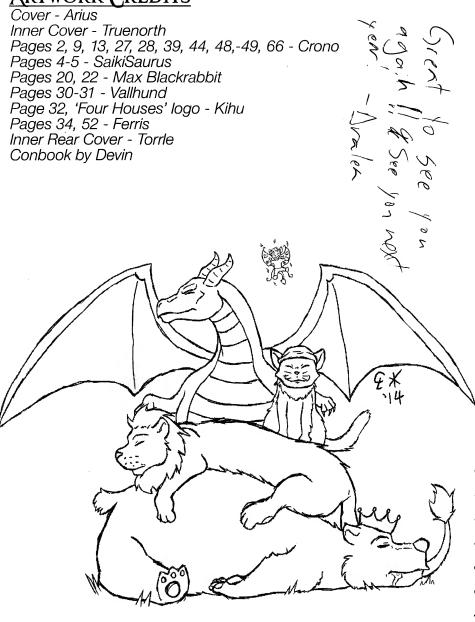
"He was an honest man. Opportunities to mourn our loved ones lie in the leagues between us and my homeland. But we owe something more."

Jakinsi gazed up at the princess with tears and a question in his eyes.

"Revenge," she said.

Jakinsi stood vigil while she hid the charred smell of her father's bones in spice, gazing at the stolen legacy of his family. He didn't need to be told what to do with the lantern. As they trudged west towards the city's gates, one more tendril of smoke rose, aromatic and beautiful and thick with portent into the sky.

## ARTWORK CREDITS



Blank pages at the end of a conbook!? You know what those are for!! (We hope you had a great time! Thank you, come again!)

